



# **Cinematic Unisystem character sheets for one shots**

Version 0.1.0

Stefan Ohrmann



<b>Character Name</b>	_____
<b>Character Type</b>	Anwältin
<b>Life Points</b>	26
<b>Drama Points</b>	5
<b>Description</b>	_____
	_____
	_____

### Attributes

<b>Strength</b>	2	<b>Intelligence</b>	4
<b>Dexterity</b>	2	<b>Perception</b>	3
<b>Constitution</b>	2	<b>Willpower</b>	2

### Skills

<b>Acrobatics</b>	_____	<b>Knowledge</b>	4
<b>Art</b>	3	<b>Kung Fu</b>	_____
<b>Computers</b>	3	<b>Languages</b>	2
<b>Crime</b>	3	<b>Mr. Fix-It</b>	_____
<b>Doctor</b>	_____	<b>Notice</b>	4
<b>Driving</b>	1	<b>Occultism</b>	_____
<b>Getting Medieval</b>	_____	<b>Science</b>	_____
<b>Gun Fu</b>	3	<b>Sports</b>	_____
<b>Influence</b>	4	<b>Wild Card (Law)</b>	5

### Qualities

Contacts (Governmental)	2
Contacts (Financial)	2
Resources (Well-off)	4
Attractiveness (+2)	2
Eidetic Memory	2

### Drawbacks

Addiction (Heavy smoking)	2
Dependent (Family)	3
Adversary (District Attorney)	2
Mental Problems (Severe Phobia of Spiders)	2
	_____

### Combat Maneuvers

Maneuver	Base		Notes
	Bonus	Damage	
Dodge	2	-	_____
Parry	2	-	_____
Pistol	5	12	_____
Punch	2	4	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____

<b>Character Name</b>	_____
<b>Character Type</b>	Automechaniker
<b>Life Points</b>	47
<b>Drama Points</b>	5
<b>Description</b>	_____
	_____
	_____

### Attributes

<b>Strength</b>	<u>4</u>	<b>Intelligence</b>	<u>2</u>
<b>Dexterity</b>	<u>2</u>	<b>Perception</b>	<u>3</u>
<b>Constitution</b>	<u>3</u>	<b>Willpower</b>	<u>2</u>

### Skills

<b>Acrobatics</b>	_____	<b>Knowledge</b>	_____
<b>Art</b>	_____	<b>Kung Fu</b>	<u>3</u>
<b>Computers</b>	_____	<b>Languages</b>	_____
<b>Crime</b>	<u>4</u>	<b>Mr. Fix-It</b>	<u>4</u>
<b>Doctor</b>	<u>1</u>	<b>Notice</b>	<u>3</u>
<b>Driving</b>	<u>4</u>	<b>Occultism</b>	_____
<b>Getting Medieval</b>	<u>2</u>	<b>Science</b>	_____
<b>Gun Fu</b>	<u>4</u>	<b>Sports</b>	_____
<b>Influence</b>	<u>3</u>	<b>Wild Card (Cars)</b>	<u>2</u>

### Qualities

Contacts (Fence)	<u>2</u>
Criminal	<u>2</u>
Hard to Kill (+3)	<u>3</u>
Nerves of Steel	<u>3</u>
Resistance (Pain, +3)	<u>3</u>

### Drawbacks

Addiction (Habitual Drinking)	<u>1</u>
Covetous (Mild Greedy)	<u>1</u>
Mental Problems (Mild Cruelty)	<u>1</u>
Love	<u>2</u>
_____	_____

### Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Dodge	<u>5</u>	-	_____
Parry	<u>5</u>	-	_____
Kick	<u>3</u>	10	_____
Punch	<u>4</u>	8	_____
Baseball Bat	<u>4</u>	16	_____
Big Knife	<u>4</u>	12	_____
Big Ass Pistol	<u>5</u>	18	_____

<b>Character Name</b>	_____
<b>Character Type</b>	Cheerleader
<b>Life Points</b>	30
<b>Drama Points</b>	5
<b>Description</b>	_____
	_____
	_____

<b>Attributes</b>			
<b>Strength</b>	<u>3</u>	<b>Intelligence</b>	<u>4</u>
<b>Dexterity</b>	<u>3</u>	<b>Perception</b>	<u>3</u>
<b>Constitution</b>	<u>2</u>	<b>Willpower</b>	<u>2</u>

<b>Skills</b>			
<b>Acrobatics</b>	<u>4</u>	<b>Knowledge</b>	_____
<b>Art</b>	_____	<b>Kung Fu</b>	<u>3</u>
<b>Computers</b>	<u>4</u>	<b>Languages</b>	_____
<b>Crime</b>	_____	<b>Mr. Fix-It</b>	_____
<b>Doctor</b>	_____	<b>Notice</b>	<u>4</u>
<b>Driving</b>	_____	<b>Occultism</b>	_____
<b>Getting Medieval</b>	_____	<b>Science</b>	<u>4</u>
<b>Gun Fu</b>	_____	<b>Sports</b>	_____
<b>Influence</b>	_____	<b>Wild Card (Comic Trivia)</b>	<u>2</u>

<b>Qualities</b>	
Nerd	<u>3</u>
Contacts (Nerds)	<u>2</u>
Contacts (Cheerleader)	<u>2</u>
Psychic Visions	<u>1</u>
Situational Awareness	<u>2</u>

<b>Drawbacks</b>	
Clown	<u>1</u>
Teenager	<u>2</u>
Mental Problems (Mild Cowardice)	<u>1</u>
	_____
	_____

<b>Combat Maneuvers</b>			
Maneuver	Bonus	Base Damage	Notes
Dodge	<u>7</u>	-	_____
Parry	<u>6</u>	-	_____
Kick	<u>5</u>	<u>8</u>	_____
Punch	<u>6</u>	<u>6</u>	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____

<b>Character Name</b>	_____
<b>Character Type</b>	Detektiv
<b>Life Points</b>	35
<b>Drama Points</b>	5
<b>Description</b>	_____
	_____
	_____

### Attributes

<b>Strength</b>	<u>2</u>	<b>Intelligence</b>	<u>3</u>
<b>Dexterity</b>	<u>2</u>	<b>Perception</b>	<u>3</u>
<b>Constitution</b>	<u>2</u>	<b>Willpower</b>	<u>3</u>

### Skills

<b>Acrobatics</b>	<u>2</u>	<b>Knowledge</b>	<u>3</u>
<b>Art</b>	_____	<b>Kung Fu</b>	<u>4</u>
<b>Computers</b>	<u>2</u>	<b>Languages</b>	<u>2</u>
<b>Crime</b>	<u>4</u>	<b>Mr. Fix-It</b>	_____
<b>Doctor</b>	_____	<b>Notice</b>	<u>4</u>
<b>Driving</b>	<u>3</u>	<b>Occultism</b>	_____
<b>Getting Medieval</b>	<u>2</u>	<b>Science</b>	_____
<b>Gun Fu</b>	<u>4</u>	<b>Sports</b>	<u>2</u>
<b>Influence</b>	<u>4</u>	<b>Wild Card</b>	_____

### Qualities

Ex-Detective	<u>5</u>
Contacts (Governmental)	<u>2</u>
Contacts (Criminal)	<u>2</u>
Hard to Kill (+3)	<u>3</u>
	_____
	_____

### Drawbacks

Adversary (Local Law Enforcement)	<u>3</u>
Honorable (Serious)	<u>2</u>
Dependent (Family)	<u>3</u>
	_____
	_____

### Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Dodge	<u>7</u>	-	_____
Parry	<u>7</u>	-	_____
Kick	<u>6</u>	<u>6</u>	_____
Punch	<u>7</u>	<u>4</u>	_____
Big Pistol	<u>7</u>	<u>15</u>	_____
Shotgun	<u>7</u>	<u>20</u>	_____
	_____	_____	_____

<b>Character Name</b>	_____
<b>Character Type</b>	Goth-Chick
<b>Life Points</b>	30
<b>Drama Points</b>	5
<b>Description</b>	_____
	_____
	_____

### Attributes

<b>Strength</b>	<u>2</u>	<b>Intelligence</b>	<u>2</u>
<b>Dexterity</b>	<u>4</u>	<b>Perception</b>	<u>3</u>
<b>Constitution</b>	<u>3</u>	<b>Willpower</b>	<u>3</u>

### Skills

<b>Acrobatics</b>	_____	<b>Knowledge</b>	<u>3</u>
<b>Art</b>	_____	<b>Kung Fu</b>	_____
<b>Computers</b>	_____	<b>Languages</b>	_____
<b>Crime</b>	<u>2</u>	<b>Mr. Fix-It</b>	_____
<b>Doctor</b>	_____	<b>Notice</b>	<u>4</u>
<b>Driving</b>	<u>1</u>	<b>Occultism</b>	<u>4</u>
<b>Getting Medieval</b>	<u>4</u>	<b>Science</b>	_____
<b>Gun Fu</b>	_____	<b>Sports</b>	<u>4</u>
<b>Influence</b>	_____	<b>Wild Card</b>	_____

### Qualities

The Sight	<u>3</u>
Nerves of Steel	<u>3</u>
Occult Library (Minimal)	<u>1</u>
Jock	<u>3</u>
Attractiveness (+1)	<u>1</u>

### Drawbacks

Teenager	<u>2</u>
Misfit	<u>2</u>
Recurring Nightmares	<u>1</u>
Humorless	<u>1</u>
	_____

### Combat Maneuvers

Maneuver	Base		Notes
	Bonus	Damage	
Dodge	<u>8</u>	<u>-</u>	_____
Parry	<u>8</u>	<u>-</u>	_____
Knife	<u>8</u>	<u>4</u>	_____
Sword	<u>8</u>	<u>8</u>	_____
Quarterstaff	<u>8</u>	<u>9</u>	_____
	_____	_____	_____
	_____	_____	_____

<b>Character Name</b>	_____
<b>Character Type</b>	Pathologe
<b>Life Points</b>	29
<b>Drama Points</b>	5
<b>Description</b>	_____
	_____
	_____

<b>Attributes</b>			
<b>Strength</b>	<u>2</u>	<b>Intelligence</b>	<u>4</u>
<b>Dexterity</b>	<u>2</u>	<b>Perception</b>	<u>4</u>
<b>Constitution</b>	<u>2</u>	<b>Willpower</b>	<u>4</u>

<b>Skills</b>			
<b>Acrobatics</b>	_____	<b>Knowledge</b>	<u>4</u>
<b>Art</b>	_____	<b>Kung Fu</b>	_____
<b>Computers</b>	_____	<b>Languages</b>	<u>3</u>
<b>Crime</b>	<u>2</u>	<b>Mr. Fix-It</b>	_____
<b>Doctor</b>	<u>4</u>	<b>Notice</b>	<u>4</u>
<b>Driving</b>	<u>2</u>	<b>Occultism</b>	<u>4</u>
<b>Getting Medieval</b>	<u>4</u>	<b>Science</b>	<u>4</u>
<b>Gun Fu</b>	_____	<b>Sports</b>	_____
<b>Influence</b>	_____	<b>Wild Card</b>	_____

<b>Qualities</b>	
Contacts (Occult Underground)	<u>2</u>
Hard to Kill (+1)	<u>1</u>
Nerves of Steel	<u>3</u>
Occult Investigator	<u>4</u>
	_____
	_____

<b>Drawbacks</b>	
Emotional Problems (Easily Flustered)	<u>1</u>
Recurring Nightmares	<u>1</u>
Dependent (Daughter)	<u>2</u>
	_____
	_____

<b>Combat Maneuvers</b>			
Maneuver	Bonus	Base Damage	Notes
Dodge	<u>6</u>	-	_____
Parry	<u>6</u>	-	_____
Knife	<u>6</u>	<u>4</u>	_____
Sword	<u>4</u>	<u>8</u>	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____



<b>Character Name</b>	_____
<b>Character Type</b>	Sekretärin
<b>Life Points</b>	26
<b>Drama Points</b>	5
<b>Description</b>	_____
_____	_____
_____	_____

### Attributes

<b>Strength</b>	<u>2</u>	<b>Intelligence</b>	<u>3</u>
<b>Dexterity</b>	<u>2</u>	<b>Perception</b>	<u>3</u>
<b>Constitution</b>	<u>2</u>	<b>Willpower</b>	<u>3</u>

### Skills

<b>Acrobatics</b>	<u>2</u>	<b>Knowledge</b>	<u>3</u>
<b>Art</b>	<u>2</u>	<b>Kung Fu</b>	<u>2</u>
<b>Computers</b>	<u>4</u>	<b>Languages</b>	<u>3</u>
<b>Crime</b>	_____	<b>Mr. Fix-It</b>	_____
<b>Doctor</b>	<u>2</u>	<b>Notice</b>	<u>4</u>
<b>Driving</b>	<u>1</u>	<b>Occultism</b>	_____
<b>Getting Medieval</b>	_____	<b>Science</b>	_____
<b>Gun Fu</b>	<u>4</u>	<b>Sports</b>	_____
<b>Influence</b>	<u>2</u>	<b>Wild Card (Bureaucracy)</b>	<u>2</u>

### Qualities

Acute Senses (Hearing)	<u>2</u>
Attractiveness (+1)	<u>1</u>
Good Luck (5)	<u>5</u>
Resources (Middle Class)	<u>2</u>
_____	_____
_____	_____

### Drawbacks

Honorable (Serious)	<u>2</u>
Mental Problems (Severe Snake Phobia)	<u>2</u>
Love	<u>2</u>
_____	_____
_____	_____

### Combat Maneuvers

Maneuver	Base		Notes
	Bonus	Damage	
Dodge	<u>4</u>	-	_____
Parry	<u>4</u>	-	_____
Kick	<u>3</u>	<u>6</u>	_____
Punch	<u>4</u>	<u>4</u>	_____
Pistol	<u>6</u>	<u>12</u>	_____
_____	_____	_____	_____
_____	_____	_____	_____

### Success Levels Table

<b>Roll Total</b>	<b>Success Levels</b>	<b>Description</b>
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very Good
17-20	5	Excellent
21-23	6	Extraordinary
24-26	7	Mind-Boggling
27-29	8	Outrageous
30-32	9	Superheroic
33-35	10	God-Like
+3	+1	

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+3	+1	

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+3	+1	

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27-29	8	Outrageous
30-32	9	Superheroic
33-35	10	God-Like
+3	+1	